

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (Currently amended): A method of changing ownership of items outside a game environment, comprising:

displaying an offer from a first user for changing ownership of an item, wherein the offer specifies one or more conditions;

receiving an acceptance of the one or more conditions in the offer from a second user,
wherein one of the first user and the second user is an owner of the item; and

upon acceptance of the one or more conditions, changing the ownership of the item from
the owner to the other of the first user and the second user outside the game environment.

Claim 2 (Original): The method of claim 1, further comprising storing information about the item in data structures maintained separately from the game that utilizes the item.

Claim 3 (Original): The method of claim 1, further comprising determining if the item is already subject to another offer.

Claim 4 (Currently amended): The method of claim 3, further comprising informing the first user owner that the item is already subject to another offer.

Claim 5 (Currently amended): The method of claim 1, wherein the offer is a sale, trade, or

~~auction, loan, or lease.~~

Claim 6 (Original): The method of claim 1, wherein the offer is a sale.

Claim 7 (Original): The method of claim 6, further comprising receiving a price for the item as a condition.

Claim 8 (Original): The method of claim 1, wherein the offer is a trade.

Claim 9 (Original): The method of claim 8, further comprising receiving identification of one or more items for the trade as a condition.

Claim 10 (Original): The method of claim 1, wherein the offer is an auction.

Claim 11 (Original): The method of claim 10, further comprising receiving information regarding the auction as a condition.

Claim 12 (Currently amended): The method of claim 12, ~~wherein the offer is a loan further comprising storing information about the item on an asset server separate from a client or server executing the game that utilizes the item.~~

Claim 13 (Currently amended): The method of claim 12, further comprising ~~receiving a duration of the loan as a condition providing an API, wherein the API is called by the client or server executing the game that utilizes the item.~~

Claim 14 (Currently amended): The method of claim 13 12, further comprising ~~changing the~~

~~ownership of the item outside the game environment to the first user when the duration of the loan expires creating an exclusive lock on the item upon request from the client or server executing the game.~~

Claim 15 (Currently amended): The method of claim 42, wherein ~~the offer is a lease storing information includes storing information defining the owner of the item.~~

Claim 16 (Currently amended): The method of claim 45, ~~further comprising receiving a duration of the lease as a condition 2, wherein storing information includes storing information defining the terms of a transaction for the item.~~

Claim 17 (Currently amended): The method of claim 45, ~~further comprising receiving a periodic payment amount of the lease as a condition 14, wherein storing information includes storing the locked or unlocked state of the item.~~

Claim 18 (Currently amended): A method of ~~lending or borrowing changing possession of items outside a game environment without changing ownership,~~ comprising:

displaying an offer from a first user to loan or borrow an item without changing ownership, wherein the offer specifies one or more conditions; receiving an acceptance of the one or more conditions in the offer from a second user, ~~wherein one of the first user and the second user is an owner of the item; and~~ upon acceptance of the one or more conditions, allowing use of the item by a borrower,

wherein the borrower is the first user if the offer was to borrow or the second user if the offer was to lend.

Claim 19 (Original): The method of claim 18, further comprising storing information about the item in data structures maintained separately from the game that utilizes the item.

Claim 20 (Original): The method of claim 18, further comprising determining if the item is already subject to another offer.

Claim 21 (Currently amended): The method of claim 20, further comprising informing the ~~first user owner~~ that the item is already subject to another offer.

Claim 22 (Original): The method of claim 18, wherein a limitation on the borrower to effect the item is specified.

Claim 23 (Original): The method of claim 18, wherein the offer is a loan.

Claim 24 (Original): The method of claim 23, further comprising receiving a duration of the loan as a condition.

Claim 25 (Currently amended): The method of claim 24, further comprising changing the ~~ownership possession~~ of the item to the ~~first user owner~~ outside the game environment when the duration of the loan expires.

Claim 26 (Original): The method of claim 18, wherein the offer is a lease.

Claim 27 (Original): The method of claim 26, further comprising receiving a duration of the lease as a condition.

Claim 28 (Original): The method of claim 26, further comprising receiving a periodic payment amount of the lease as a condition.

Claim 29- 44(Canceled)

Claim 45 (New): The method of claim 19, further comprising storing information about the item on an asset server separate from a client or server executing the game that utilizes the item.

Claim 46 (New): The method of claim 45, further comprising providing an API, wherein the API is called by the client or server executing the game that utilizes the item.

Claim 47 (New): The method of claim 45, further comprising creating an exclusive lock on the item upon request from the client or server executing the game.

Claim 48 (New): The method of claim 19, wherein storing information includes storing information defining the owner of the item.

Claim 49 (New): The method of claim 19, wherein storing information includes storing information defining the terms of a transaction for the item.

Claim 50 (New): The method of claim 47, wherein storing information includes storing the locked or unlocked state of the item.